

JOB SHEET 2-4-1
USE OF THE APPLICATIONS TERMINAL
(Command Language/Keyboard Usage)

INTRODUCTION

The Applications Terminal has several uses: defining and refining products that are sent to the PUP, monitoring system status, communications, sending messages, and displaying products, to name a few. The user accomplishes this through a menu-driven screen using a series of commands. These commands are typed on the Command Line and result in displaying another "sub-menu" or in the execution of an operator requested action. The menus are self explanatory, offering many instructions on subsequent procedures. There are, however, some special rules that must be remembered when typing these commands.

OBJECTIVE

1. Use the PUP command language to display menus and sub-menus at the applications terminal,
2. Use the cursor control keys to maneuver through an editing screen.

REFERENCES

NWS EHB 6-531-1, USER'S GUIDE: PUP/RPGOP, Sections 2.2 and 2.3

PROCEDURE

1. From the **Main Menu**, type **S** and press **RETURN**.
 - The "**S**" represents the minimum amount of the command which must be typed to carry out the command. The result of your command is the **Status Menu**, a sub-menu of the Main Menu, displays. Any of the following commands also displays the Status Menu:

ST
STA
STATUS

- **Note** - You must always strike a **RETURN** to execute each command entered on the Command Line.

1

MAIN MENU

COMMAND: **S,**
FEEDBACK:

Enter command and press **return**. For assistance, press the HELP button (F5).

(C)ONTROL
(S)TATUS
(D)ISPLAY
(R)OUTINE PRODUCT SET
(G)EN AND DISTRIBUTE PRODUCTS
(T)IME LAPSE
(A)RCHIVE
(U)SER FUNCTION
(AD)APTATION DATA
(M)ONITOR PERFORMANCE
(H)ELP

UNACKNOWLEDGED ALERTS
ACKNOWLEDGED ALERTS
SYSTEM STATUS

ALPHA PRODUCT QUEUE INDICATOR
RPG PRODUCT REQUEST STATUS

STATUS MENU

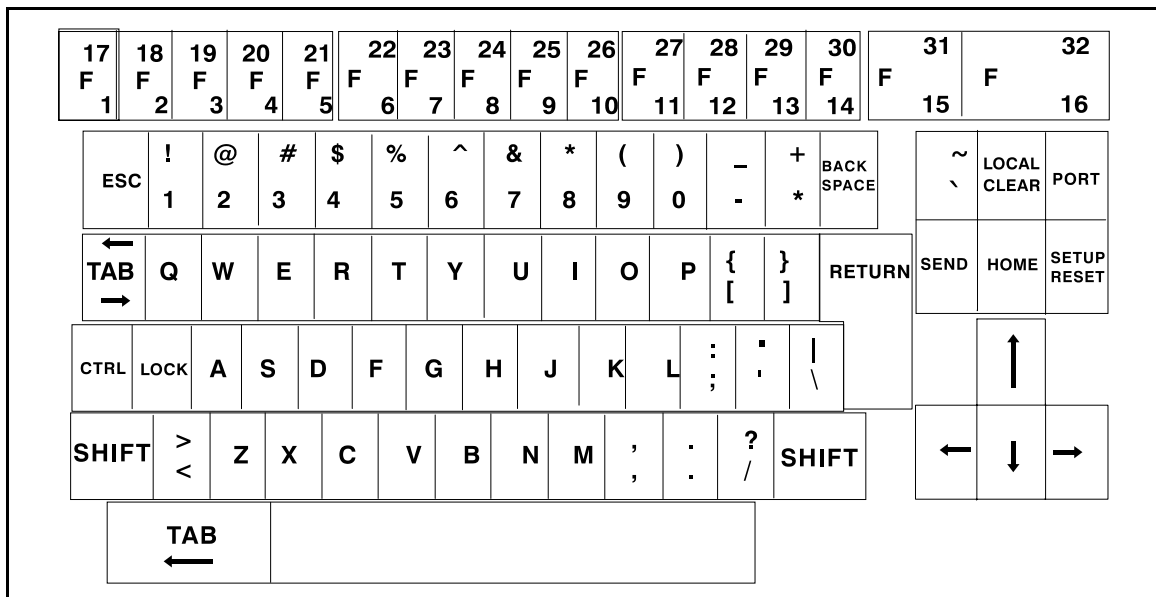
COMMAND: **S**,
FEEDBACK:

Enter command.

(N)EXRAD UNIT
(C)OMMUNICATIONS
(T)YPES OF PRODUCTS AVAILABLE IN PUP DATABASE
(P)RODUCTS IN PUP DATABASE, <prod-id#>
, (D)ISPLAY, <LINE #>, <scr-quad> *
, (DEL)ETE, <LINE #> *
(E)ARLIEST TIME IN THE DATABASE
(R)PG PRODUCTS AVAILABLE, (D)ISPLAY LAST
, (R)EQUEST NEW
(S)YSTEM
(A)RCHIVE
(B)ACKGROUND MAP FILES
(AL)ERTS
(CA)NCEL ALERT, <LINE #> *
, (A)LL *

2. Return to the Main Menu by selecting Function Key **F1**.

2



3. a. Type the word **STATUS** and press **RETURN**.
- b. The result is the same as in step 1, the **Status Menu** displays.
- Remember, you can type as much of the word "Status" as you wish (after typing "S"), and receive the same results. This is true for all menus at the applications terminal.
 - Note that the "S" stays on the command line and indicates that you are in the Status Menu. Any entries from this screen address selections from the Status Menu.

3a

MAIN MENU

COMMAND: **STATUS**
 FEEDBACK:

Enter command and press return. For assistance, press the HELP button (F5).

(C)ONTROL
(S)TATUS
(D)ISPLAY
(R)OUTINE PRODUCT SET
(G)EN AND DISTRIBUTE PRODUCTS
(T)IME LAPSE
(A)RCHIVE
(U)SER FUNCTION
(AD)APTATION DATA
(M)ONITOR PERFORMANCE
(H)ELP

UNACKNOWLEDGED ALERTS
ACKNOWLEDGED ALERTS
SYSTEM STATUS

ALPHA PRODUCT QUEUE INDICATOR
RPG PRODUCT REQUEST STATUS

3b

STATUS MENU

COMMAND: **S**,
FEEDBACK:

Enter command .

(N)EXRAD UNIT
(C)OMMUNICATIONS
(T)YPES OF PRODUCTS AVAILABLE IN PUP DATABASE
(P)RODUCTS IN PUP DATABASE, <prod-id#>
, (D)ISPLAY, <LINE #>, <scr-quad> *
, (DEL)ETE, <LINE #> *
(E)ARLIEST TIME IN THE DATABASE
(R)PG PRODUCTS AVAILABLE, (D)ISPLAY LAST
, (R)EQUEST NEW
(S)YSTEM
(A)RCHIVE
(B)ACKGROUND MAP FILES
(A)LERTS
(CA)NCEL ALERT, <LINE #> *
, (A)LL *

4.
 - a. Next to the S, type **C** and press **RETURN**.
 - b. This command displays the **Status of the Communications** sub-menu. Again, you can type as much of the word "Communications" as you want.
- The full command to get to this point is **S,C**. You can type the full command anywhere in the menu maze (except while editing), and get to the desired location. We did it one step at a time so you could see where the letters originate.
5. Select **F1** once again to return to the Main Menu.

4a

STATUS MENU

COMMAND: S,**C**

FEEDBACK:

Enter command.

(N)EXRAD UNIT

(C)COMMUNICATIONS

(T)YPES OF PRODUCTS AVAILABLE IN PUP DATABASE

(P)RODUCTS IN PUP DATABASE, <prod-id#>

 , (D)ISPLAY, <line #>, <scr-quad> *

 (DEL)ETE, <line #> *

(E)ARLIEST TIME IN THE DATABASE

(R)PG PRODUCTS AVAILABLE, (D)ISPLAY LAST

 , (R)EQUEST NEW

(S)YSTEM

(A)RCHIVE

(B)ACKGROUND MAP FILES

(AL)ERTS

(CA)NCEL ALERT, <line #> *

 , (A)LL *

* Footnote: List must be on display before entering command.

4b

COMMUNICATION LINE STATUS

COMMAND: S,
 FEEDBACK: EXECUTED - S,C

<u>Line #</u>	<u>Description</u>	<u>Last status message reported</u>	<u>Status</u>	<u>RPG</u>
1.Z01R:	Assoc. RPG	14/1239 Line 1 CONNECTED TO KOUN	ENA CON	
2.XXXX:	Unused			
3.Z03R:	Non-as. RPG	14/1142 Line 3 ENABLED	ENA DSC	KFTW
4.XXXX:	Unused			
5.XXXX:	Unused			
6.XXXX:	Unused			
7.Z06R:	PUES	14/1157 PUES LINE DISCONNECTED	ENA DSC	
8.Z07R:	Other Users	14/1202 OTHER USER LINE CONNECTED	ENA CON	

Operator Selected
 Status:

ENA - Enabled
 (Req. Connect)
 DSA - Disabled
 (Req. Disconnect)

Hardware
 Status:

CON - Connected
 DSC - Disconnected
 CP - Connect Pending
 DP - Disconnect Pending
 FLD - Failed

5

17 F 1	18 F 2	19 F 3	20 F 4	21 F 5	22 F 6	23 F 7	24 F 8	25 F 9	26 F 10	27 F 11	28 F 12	29 F 13	30 F 14	31 F 15	32 F 16	
ESC	!	@	#	\$	%	^	&	*	()	-	+	BACK SPACE	~ 、	LOCAL CLEAR	PORT
← TAB →	Q	W	E	R	T	Y	U	I	O	P	{ [}]	RETURN	SEND	HOME	SETUP RESET
CTRL	LOCK	A	S	D	F	G	H	J	K	L	:	"	 \	↑		

6. Type **S,C** and press **RETURN**.
 - Note that this takes you directly to the "Status of Communications" screen (as in step 4).
7. Select **F1** again to return to the Main Menu.
8.
 - a. This time, type **C** and press **RETURN**.
 - b. This brings up another sub-menu of the Main Menu, the **Control Menu**.

6

MAIN MENU

COMMAND: **S,C**
 FEEDBACK:

Enter command and press return. For assistance, press the HELP button (F5).

(C)ONTROL
 (S)TATUS
 (D)ISPLAY
 (R)OUTINE PRODUCT SET
 (G)EN AND DISTRIBUTE PRODUCTS
 (T)IME LAPSE
 (A)RCHIVE
 (U)SER FUNCTION
 (AD)APTATION DATA
 (M)ONITOR PERFORMANCE
 (H)ELP

8a

MAIN MENU

COMMAND: **C,**
 FEEDBACK:

Enter command and press return. For assistance, press the HELP button (F5).

(C)ONTROL
 (S)TATUS
 (D)ISPLAY
 (R)OUTINE PRODUCT SET
 (G)EN AND DISTRIBUTE PRODUCTS
 (T)IME LAPSE
 (A)RCHIVE
 (U)SER FUNCTION
 (AD)APTATION DATA
 (M)ONITOR PERFORMANCE
 (H)ELP

8b

CONTROL MENU

COMMAND: **C,**
 FEEDBACK:

Enter command.

(REI)NITIALIZE, (G)RAPHICS
 (RES)TART PUP
 (S)HUTDOWN, (N)ORMAL
 (I)MMEDIATE
 (C)OMLINE, (C)ONNECT, <LINE#>
 (D)ISCONNECT, <LINE#>
 (T)RAINING MODE, (C)ONNECTED RPG
 (D)ISCONNECTED RPG
 (R)ESUME
 (E)ND [reconnect]
 (B)ACKGROUND MAP VERSION *
 (W)ER PLANE ASSIGNMENT *
 (A)UDIBLE ALARM TEST
 *Footnote: Enters edit screen at this point.

9. a. Type **S,C** on the Command Line, typing over the C, and press **RETURN**.
- b. The **Status of Communications** screen again appears. Even though the Control Menu is displayed, the "Status of Communications" screen displays because the *full command* was typed on the Command Line. The Menus are displayed merely to prompt you into remembering the available sub-menus (and their associated commands). This is always true except while editing. In addition, some commands cannot be carried out unless certain screens are displayed. These are covered in later jobsheets pertaining to the appropriate menus.

CURSOR CONTROL IN AN EDIT SCREEN

10. Return to the Main Menu by selecting **F1**.
11. a. Type **AD,B,19** and press **RETURN**.

9a

CONTROL MENU

COMMAND: **S,C**

FEEDBACK:

Enter command.

(REI)NITIALIZE, (G)RAPHICS
(RES)TART PUP
(S)HUTDOWN, (N)ORMAL
(I)MMEDIATE
(C)OMLINE, (C)ONNECT, <LINE#>
(D)ISCONNECT, <LINE#>
(T)RAINING MODE, (C)ONNECTED RPG
(D)ISCONNECTED RPG
(R)ESUME
(E)ND [reconnect]
(B)ACKGROUND MAP VERSION *
(W)ER PLANE ASSIGNMENT *
(A)UDIBLE ALARM TEST

9b

COMMUNICATION LINE STATUS

COMMAND:

FEEDBACK: EXECUTED - S,C

Line #	Description	Last status message reported	Status	RPG
1.Z01R:	Assoc. RPG	14/1239 Line 1 CONNECTED TO KOUN	ENA CON	
2.Z02R:	Unused			
3.Z03R:	Non-as. RPG	14/1142 Line 3 ENABLED	ENA DSC	KFTW
4.Z04R:	Unused			
5.Z04R:	Unused			
6.Z06R:	Unused			
7.Z06R:	PUES	14/1157 PUES LINE DISCONNECTED	ENA DSC	
8.Z07R:	Other Users	14/1202 OTHER USER LINE CONNECTED	ENA CON	

Operator Selected

ENA - Enabled
(Req. Connect)
DSA - Disabled
(Req. Disconnect)

Hardware Status:

CON - Connected
DSC - Disconnected
CP - Connect Pending
DP - Disconnect Pending
FLD - Failed

11a

MAIN MENU

COMMAND: **AD,B,19**

FEEDBACK:

Enter command and press return. For assistance, press the HELP button (F5).

(C)ONTROL
(S)TATUS
(D)ISPLAY
(R)OUTINE PRODUCT SET
(G)EN AND DISTRIBUTE PRODUCTS
(T)IME LAPSE
(A)RCHIVE
(U)SER FUNCTION
(AD)APTATION DATA
(M)ONITOR PERFORMANCE
(H)ELP

- b. The **Background Map Association Edit Screen** for Product 19 (Base Reflectivity) is displayed. Notice that the **Cursor** appears in the body of the text at the first editable field.
12. Some discussion of cursor control keys is now necessary (practice using these keys as you go through):
- a. You may use the **TAB** key to move through the text. The cursor will move to the next position that is available for editing ("unprotected areas"). The cursor skips over areas that are not editable ("protected areas").
 - b. A **"SHIFT" TAB** results in a back tab. This function may not work in every instance.
 - c. **"Arrow Keys"** also known as "Cursor Keys" moves the cursor in the direction of the arrow. The cursor can move to "protected" areas by using the arrow keys, however editing of these areas is still prohibited.
 - d. The **"BACKSPACE"** Key operates the same as the Cursor Left Arrow Key. Note that It does not erase characters.

COMMAND: **AD**,
 FEEDBACK: EXECUTED - AD,B,19

MAP NUMBER: 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2

MAP NUMBERS AND MAP NAMES

- | | | | |
|-----|------------------|------------------------------|-------------------|
| 11b | 1. State Lat/Lon | 9. Airway Low | 17. Polar Grid |
| | 2. County | 10. Navaid | 18. RDA |
| | 3. Highway | 11. Warning Area | 19. City |
| | 4. River | 12. Military Operations Area | 20. County Names |
| | 5. River Basin | 13. Restricted Area | 21-32 Not Defined |
| | 6. LFM Grid | 14. Prohibited Area | |
| | 7. Airport | 15. Radar Sites | |
| | 8. Airway High | 16. Range Ring | |

12
a-d

17 F 1	18 F 2	19 F 3	20 F 4	21 F 5	22 F 6	23 F 7	24 F 8	25 F 9	26 F 10	27 F 11	28 F 12	29 F 13	30 F 14	F 15	31 F 15	32 F 16
ESC	! 1	@ 2	# 3	\$ 4	% 5	^ 6	& 7	* 8	(9) 0	- -	+ *	BACK SPACE	~ 、	LOCAL CLEAR	PORT
← TAB →	Q	W	E	R	T	Y	U	I	O	P	{ [}]	RETURN	SEND	HOME	SETUP RESET
CTRL	LOCK	A	S	D	F	G	H	J	K	L	: ;	" ,	 \ _		↑	
SHIFT	> <	Z	X	C	V	B	N	M	, ,	. .	? /	SHIFT		←	↓	→
TAB ←																

13.
 - a. Edit this screen by adding or deleting "X"s under the Map Backgrounds of your choice, and then press **RETURN**.
 - b. Notice the Feedback Line displays "**Executed - AD,B,19**" indicating that these Background Maps have been assigned to Product 19.

In this case, RETURN executes the command and no further action is necessary. The effect of hitting the RETURN key is not the same in all menus. In this menu, the RETURN key saves changes and causes them to become effective. In other menus (RPS, for example), RETURN saves changes but does not become effective until other steps are taken (see Jobsheet on RPS).

END

13b

BACKGROUND MAP ASSOCIATIONS EDIT SCREENCOMMAND: **AD,B**

FEEDBACK: EXECUTED - AD,B,19

Place an "x" under the background maps to be associated with this product.

1 1 1 1 1 1 1 1 1 1 2 2 2 2 2 2 2 2 3 3 3
MAP NUMBER: 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2

ASSOCIATION: X X

MAP NUMBERS AND MAP NAMES

- | | | |
|------------------|------------------------------|-------------------|
| 1. State Lat/Lon | 9. Airway Low | 17. Polar Grid |
| 2. County | 10. Navaid | 18. RDA |
| 3. Highway | 11. Warning Area | 19. City |
| 4. River | 12. Military Operations Area | 20. County Names |
| 5. River Basin | 13. Restricted Area | 21-32 Not Defined |
| 6. LFM Grid | 14. Prohibited Area | |
| 7. Airport | 15. Radar Sites | |
| 8. Airway High | 16. Range Ring | |